

## **Intro to Mobile Programming for Journalists**

J335J – Unique ID: 07940

J395 - Unique ID: 08160

Fall 2017

**Class Room:** BMC 3.208

**Instructor:** Jeff Linwood

**Office hours:** Tuesdays: 4:00pm-4:50pm, Journalism Cubicles

**Email:** jlinwood@gmail.com

### **COURSE DESCRIPTION**

This class is an introduction to user interface design, programming and software development for Apple's iPhone and iPad devices for journalism students. The class will be taught with the Swift language, which is a beginner-friendly programming language for iPhones and iPads from Apple. No knowledge of software development is required before the class.

Students will work together in small teams to complete assignments throughout the course of the semester.

### **OBJECTIVES**

Students who complete all of the work for this course will be familiar with how mobile applications are developed for the iPhone and iPad. They will also understand some of the key concepts that go into building mobile applications for journalism, both to consume and to produce content.

To that end, they will:

- \* Become familiar with Apple's XCode development environment on the Macintosh platform.
- \* Understand mobile user experience patterns, and apply them to their applications
- \* Write Swift code that interfaces with Apple's application programming interfaces (APIs) to power their iOS applications
- \* Learn how to create a user interface for an iOS application using Storyboard

### **STRUCTURE**

#### **Student Teams**

Students will pair up into two-person teams during the first week of class. If there are an odd number of students, there will be a three-person team, rather than a solo student. Only Mac computers (laptop or desktop) are able to run Apple's software development tools, so ideally each team will have at least one member with their own Mac. Students

will have access to lab computers with the development tools during class hours, and during any open lab hours for the classroom.

### **Existing Mobile Application Review**

The first assignment for the class will be to explore existing mobile applications in the field of journalism and review them for usability and functionality. This assignment will be in the form of a short paper.

Due Date: Tuesday, September 19, 2017, 5:00pm

### **Mobile Application Programming**

There will be five team programming assignments. Assignments will be due on Tuesdays before class starts at 5:00pm. The class on each Tuesday before the assignment is due will have the last half the class dedicated to assignment work, so that students can work on the projects in teams.

The assignments are:

- \* Beginning Programming with Swift (Assignment 2) (9/26/17)
- \* Beginning User Interface Development with Storyboard (Assignment 3) (10/10/17)
- \* Integrating Multimedia (Assignment 4) (10/24/17)
- \* Working with Locations (Assignment 5) (11/7/17)
- \* Building a Server App (Assignment 6) (12/5/17)

Each assignment will have a grading rubric that explains how the project will be evaluated. Teams will be required to submit the source code for each assignment to the instructor. Grading will be based on the rubric.

### **Graduate Students Only**

In addition to the above coursework (shared with the undergraduate section), graduate students in the class will be required to submit a short essay (1,500 - 2,500 words) about privacy concerns with mobile applications for end users.

Due Date: Tuesday, October 17, 2017, 5:00pm

### **Communication**

One of the most important parts of software development is to learn by helping others. The class will use the Canvas discussion forum for communication and discussion.

## **ASSIGNMENT POLICY**

**Each of the assignments will be due before class starts.**

### **Late work**

All assignments turned in after deadline (the start of class) will be marked down 10 percentage points for the first 24 hours after the due time and then 10 percentage points for every 24 hours after that.

### **Grade Components**

#### **Mobile Application Review: 10%**

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Mobile Application Review: 10 % (Assignment 1)

#### **Mobile Application Development (Source Code): (90% undergraduates, 80% graduate students)**

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Beginning Programming with Swift: 10% (Assignment 2)

Beginning UI Development with Storyboard: 10% (Assignment 3)

Integrating Multimedia: 20% (Assignment 4)

Working with Locations: 20% (Assignment 5)

Building a Server App (30%, undergraduates, 20% graduate students) (Assignment 6)

#### **Graduate Students Only: Essay 10%**

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Essay: 10 %

### **Grade scale:**

<b>Grade</b>	<b>Percentage</b>
A	93-100
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D	60-69

### **Attendance**

The class does not have a required attendance policy, however attendance is strongly encouraged.

### **Contacting the instructor**

The best way to get ahold of the instructor is email at [jlinwood@gmail.com](mailto:jlinwood@gmail.com). If you have questions about programming, post your question on Canvas as well. Students are encouraged to help other students out with their software development questions.

### **Other important information**

\* Your grades and the submission of your evaluations will be handled through Canvas.

\* University Honor Code: All students are expected to abide by the University of Texas Honor Code, which reads: “The core values of The University of Texas at Austin are learning, discovery, freedom, leadership, individual opportunity, and responsibility. Each member of the university is expected to uphold these values through integrity, honesty, trust, fairness, and respect toward peers and community.”

\* Students with Disabilities Please notify your instructor of any modification/adaptation you may require to accommodate a disability-related need. You will be requested to provide documentation to the Dean of Student's Office in order that the most appropriate accommodations can be determined. Specialized services are available on campus through Services for Students with Disabilities. <http://www.utexas.edu/diversity/ddce/ssd/>

\*Policy on Scholastic Dishonesty: The University defines academic dishonesty as cheating, plagiarism, unauthorized collaboration, falsifying academic records, and any act designed to avoid participating honestly in the learning process. Scholastic dishonesty also includes, but is not limited to, providing false or misleading information to receive a postponement or an extension on a test, quiz, or other assignment, and submission of essentially the same written assignment for two courses without the prior permission of the instructor. By accepting this syllabus, you have agreed to these guidelines and must adhere to them. Scholastic dishonesty damages both the student's learning experience and readiness for the future demands of a work-career. Students who violate University rules on scholastic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and/or dismissal from the University.

[http://deanofstudents.utexas.edu/sjs/acint\\_student.php](http://deanofstudents.utexas.edu/sjs/acint_student.php). For the University's official definition of scholastic dishonesty, see Section 11-802, Institutional Rules on Student Services and Activities.

<http://registrar.utexas.edu/catalogs/gi08-09/app/gi08.appc03.html#sec-11-802-scholastic-dishonesty19>

\* Campus emergency information  
<http://www.utexas.edu/safety/terms/>